

IN THE CLAIMS:

1. (Currently Amended) A recording medium comprising:

a graphics stream which represents an interactive display including a plurality of graphical button materials to be overlayed with a motion picture wherein:

5 a predetermined state of said graphical button materials is rendered by reproducing a plurality of graphical objects;

said graphics stream includes a plurality of graphics data sets each forming a group of graphics data which renders a predetermined state of said graphical button materials; [[and]]

10 said plurality of graphics data sets respectively render different predetermined states of said graphical button materials; and

each piece of graphics data in the graphics data sets defines a graphics object with use of a pixel code representing a brightness component and a color-difference component of a pixel.

2. (Previously Presented) The recording medium of Claim 1, wherein:

said different predetermined states are respectively a normal state, a selected state, and an active state; and

5 said plurality of graphics data sets are disposed in an order of a normal-state set, a selected-state set, and an active-state set.

3.-4. (Cancelled)

5. (Currently Amended) A reproduction apparatus for reproducing a video stream and a graphics stream, said apparatus comprising:

a graphics decoder configured to decode the graphics stream which represents an interactive display including a plurality of graphical button materials to be overlayed with a motion picture, wherein:

a predetermined state of said graphical button materials is rendered by reproducing a plurality of graphics objects;

the graphics stream includes a plurality of graphics data sets each forming a group of graphics data which renders a predetermined state of the graphical button materials;

the plurality of graphics data sets respectively render different predetermined states of the graphical button materials;

each piece of graphics data in the graphics data sets defines a graphics object with use of a pixel code representing a brightness component and a color-difference component of a pixel; and

said reproduction apparatus uses the graphics data belonging to a top set and the graphics data belonging to a second-place set in the plurality of graphics data sets for presenting an initial display of the interactive display, and uses the remaining graphics data in the plurality of graphics data sets for updating the interactive display upon a user operation.

6. (Currently Amended) The reproduction apparatus of Claim 5, wherein:

the different predetermined states are respectively a normal state, a selected state, and an active state;

the plurality of graphics data sets are disposed in an order of a normal-state set, a
5 selected-state set, and an active-state set;

said graphics decoder includes:

a graphics processor operable to decode the graphics data and obtain the graphics
object;

an object buffer operable to store ~~decompressed graphics data~~ the graphics object
10 obtained by the decoding;

a graphics plane operable to store at least some of the ~~decompressed graphics data~~
that ~~[[are]]~~ is to be overlayed with the motion picture; and

a graphics controller operable to write the ~~decompressed~~ graphics ~~[[data]]~~ object
in a graphics data set for rendering the selected state to said graphics plane.

7.-8. (Cancelled)

9. (Currently Amended) A recording method for recording to a recording medium,
said method comprising:

creating application data; and

recording the created data to the recording medium; wherein:

5 the application data includes a graphics stream;

the graphics stream represents an interactive display to be overlayed with a
motion picture, the interactive display including a plurality of graphical button materials;

a predetermined state of said graphical button materials is rendered by
reproducing a plurality of graphics objects;

10 the graphic stream includes a plurality of graphics data sets each forming a group-
of graphics data which renders [[a]] the predetermined state of the graphical button materials;
[[and]]

the plurality of graphics data sets respectively render different predetermined
states of the graphical button materials; and

15 each piece of graphics data in the graphics data sets defines a graphics object with
use of a pixel code representing a brightness component and a color-difference component of a
pixel.

10. (Currently Amended) A computer readable medium storing a program for
enabling a computer to reproduce a graphics stream, said program comprising code operable to
cause the computer to perform:

a decoding of the graphics stream; and

5 a display of an interactive display to be overlayed with a motion picture, the
interactive display including a plurality of graphical button materials;

wherein:

the graphics stream represents the interactive display to be overlayed with the
motion picture;

10 a predetermined state of said graphical button materials is rendered by
reproducing a plurality of graphics objects;

the graphics stream includes a plurality of graphics data sets each forming a group
of graphics data which renders [[a]] the predetermined state of the graphical button materials;

15 the plurality of graphics data sets respectively render different predetermined
states of the graphical button materials;

each piece of graphics data in the graphics data sets defines a graphics object with use of a pixel code representing a brightness component and a color-difference component of a pixel; and

the graphics data belonging to a top set and the graphics data belonging to a
20 second-place set in the plurality of graphics data sets are used for presenting an initial display of the interactive display, and

the remaining graphics data in the plurality of graphics data sets is used for updating the interactive display upon a user operation.

11. (Currently Amended) A method of reproducing a graphics stream which represents an interactive display including a plurality of graphical button materials to be overlaid with a motion picture, said reproduction method comprising:

decoding the graphics stream;

5 wherein:

a predetermined state of said graphical button materials is rendered by reproducing a plurality of graphics objects;

the graphics stream includes a plurality of graphics data sets each forming a group of graphics data which renders [[a]] the predetermined state of the graphical button materials;

10 the plurality of graphics data sets respectively render different predetermined states of the graphical button materials;

each piece of graphics data in the graphics data sets defines a graphics object with use of a pixel code representing a brightness component and a color-difference component of a pixel; and

- 15 the graphics data belonging to a top set and the graphics data belonging to a second-place set in the plurality of graphics data sets are used for presenting an initial display of the interactive display, and the remaining graphics data in the plurality of graphics data sets is used for updating the interactive display upon a user operation.

12.-14. (Cancelled)